



LIFE

LIFE

LIFE

PURSE

HEAD

HEAD

HEAD

HEAD

ARM

ARM

ARM

ARM

ARM

ARM

LEG

LEG

LEG

LEG

SOVLPOD PLANT

LEG

BODY

BODY

BODY

BODY

BODY

LEG

18

SOULPOD PLANT



RACE:
PLANT

STATUS:
STRONG

ALIGNMENT:
NEUTRAL

ALLEGIANCE:
NONE

The Soulpod Plants, to be found hidden amongst the reeds along the banks of the Spangenthal River in the southern reaches of the Barbarian Territories, have an awesome power. For once they have been touched inadvertently by another creature, they become living wombs, rapidly nurturing a developing Doppelganger - an exact duplicate of the unfortunate victim. Moments later, when the pod bursts, the Doppelganger springs to life and rushes immediately to the attack. If the Doppelganger is successful in killing his opponent he then lays Soulpod seeds in the corpse. Months later these seeds develop into more plants and thus the Soulpod life cycle is completed.

Special Rules - Soulpod Combat - Special Rules

If an attack on a Soulpod reveals a SPELL SYMBOL [★], then the defender (Soulpod player) may take a card identical to the attacker's from his own set and continue the fight using this Doppelganger instead of the Soulpod. If the Doppelganger is killed, then the fight will continue vs. the Soulpod. Only the FIRST Spell Symbol revealed in a fight will create a Doppelganger. If the defender has no matching card (or does not wish to use one), no Doppelganger is created.

ARTIST

Les Edwards

Vangorian Alphabet

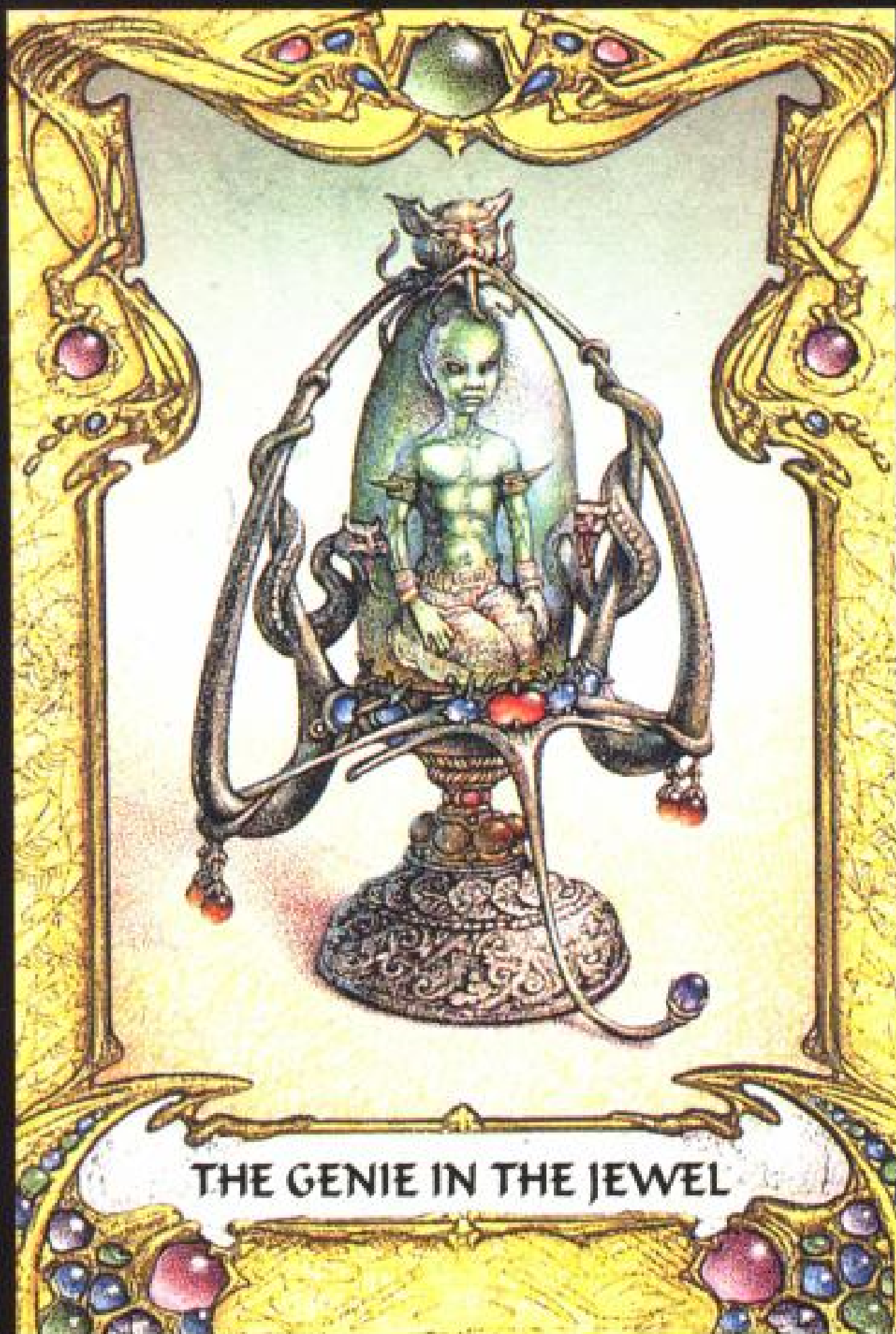
J = G

SEAL



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THE GENIE IN THE JEWEL

33

THE GENIE IN THE JEWEL



The beautiful and mysterious treasure known as the Genie in the Jewel is the most awesome, yet perhaps the most dangerous, Wondrous Treasure of Vangoria. Trapped within a huge emerald gemstone is a tiny creature able to grant wishes to its owner. It is said that no one may safely rule Vangoria without possessing this valuable artifact. But those who would make use of its powers do so at their own peril. For the Genie is a creation of the Trickster Gods of Chaos who delight in creating havoc amongst the world of mortals. Thus it was that, long ago, when its owner Lord Kannuck demanded the Genie bring him the head of his arch-enemy Gorrum Nyle, the Genie obliged by fixing his enemy's head onto Kannuck's own shoulders to plague him for the rest of his life. Horrified at his fate, Kannuck gave the Treasure to Vangor for safe keeping. With such unpredictable powers, the Emperor decreed that no one was ever to make use of the Genie's wishes again. But there are those who believe its prankish tendencies can be controlled by carefully worded commands.

THE GENIE IN THE JEWEL
IS A WONDERFUL TREASURE

IT IS A TREASURE OF VANGORIA

IT IS A TREASURE OF VANGORIA

ARTIST

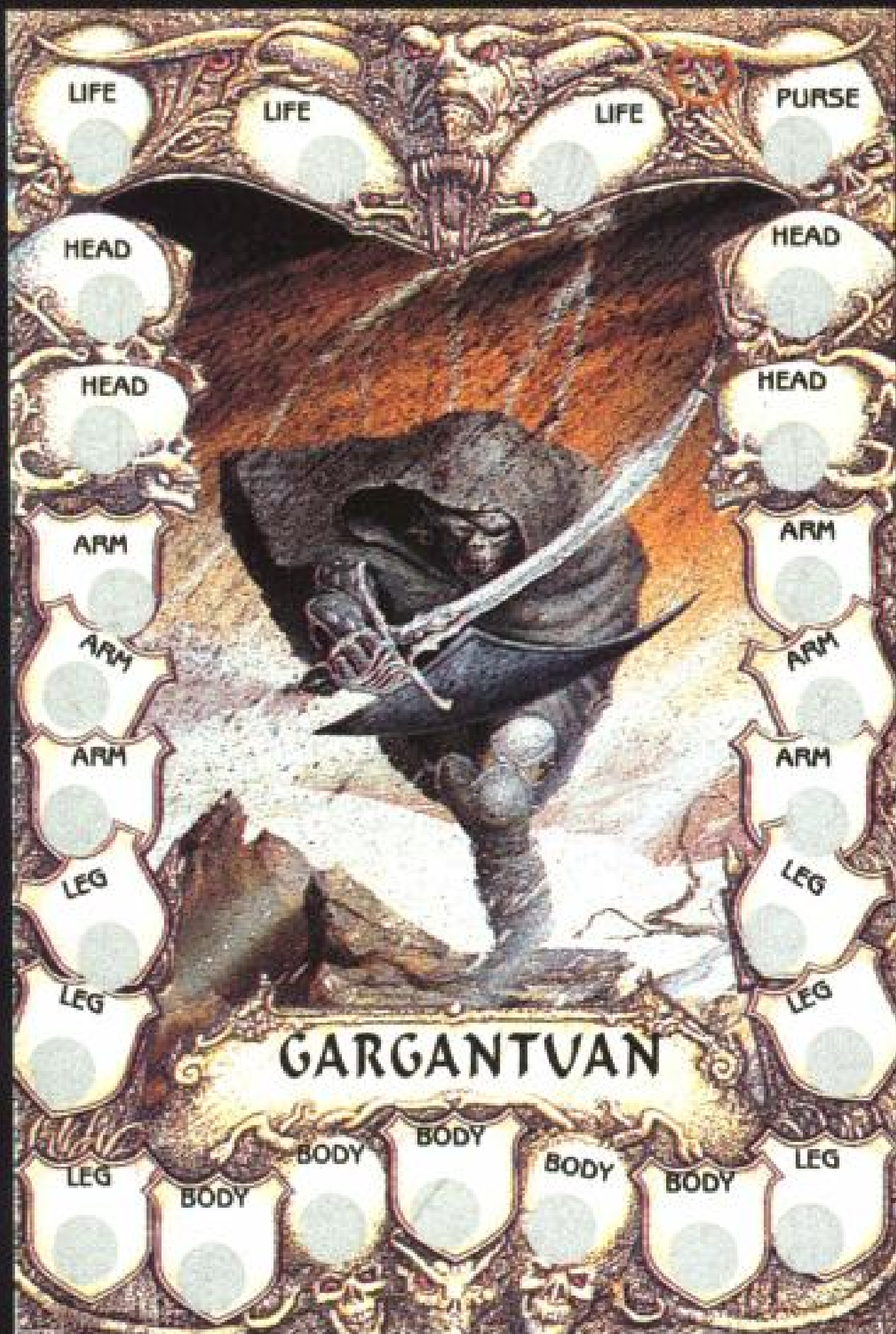
Wald-
meister

SEAL



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GARGANTUAN

41

GARGANTUAN MARAUDER

RACE:
DROGLYN

STATUS:
WARRIOR

ALIGNMENT:
EVIL

ALLEGIANCE:
ZHEENA NIGHTSHADE

Basic Combat Rules

BattleCards are designed with a unique scratch-off combat system. Here's how to fight battles with a friend: First choose your Fighters. Decide whether you will play for any stakes (eg. cards from each others' collections). Toss a coin to see who strikes first. Whoever starts scratches any one of his opponent's body area spots (HEAD, ARM, LEG or BODY spots only). If there is a BLANK space beneath, the blow has missed. If there is a WOUND Symbol [], the blow has struck! Note: You will find other symbols. Treat these as BLANKS in the Basic Game. Now it is your opponent's turn to strike. Continue to take it in turn to scratch each others' spots. A Fighter with TWO Wounds showing is seriously injured. Scratch ONE of his LIFE boxes! A blank means he is still alive; a SKULL & CROSSBONES means he's dead! If he survives, a LIFE box is scratched for EVERY further wound he suffers. When a Fighter dies, his dead body (card) plus any prize at stake is given to the victor and the battle is over. How much is in his Purse? Dead bodies are VALUABLE! See other cards to discover: How to 'buy' the rare 'Wondrous Treasures' cards; How to play the Advanced Combat System; How to bring Shields and Magic Spells into battle; Multiple card battles and other secrets of BattleCards!

ARTIST



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SECRETS
OF
VANGORIA

The Trading Post
card tells how to
'buy' treasures!



90

THE INQUISITOR



RACE:
UNKNOWN

STATUS:
AWESOME

ALIGNMENT:
NEUTRAL

ALLEGIANCE:
NONE

No one knows from whence the mysterious phantom known as 'The Inquisitor' came. Perhaps a devilish spirit or a spell-summoned familiar of an unknown Necromancer, the creature seems to travel on the wind. It is usually to be found around the Foulwater Bay area of Quaine. The Inquisitor cannot be fought and killed by normal combat. Instead it fights, and must be challenged by, a contest of knowledge.

Special Rules - Battles with The Inquisitor - Special Rules

Fights with The Inquisitor take the form of a series of questions and answers asked alternately by both players. When one is able to ask a question which the other cannot answer, the questioner can scratch off one of his opponent's boxes. Questions must relate to BattleCards only. They must not be so obscure that the opponent could not hope to know the answer. The answer must be known by the questioner WITHOUT referring to his cards. And the answer must be verified immediately by showing the appropriate card.

Examples: "What is the Status of Helmut the Bold?" "Where does Prince Lionheart live?" "Which artist drew The Genie in the Jewel?" etc. Only Basic Combat procedures (with or without Spells & Shields) can be used.

ARTIST

Vangorian Alphabet

V = I

SEAL



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DWARVENFORGED SHIELD

114

DWARVENFORGED SHIELD



The Dwarvenforged Shield is a prized possession of Heroes and Noblemen alike and is the most vital part of their battle armour. It is made from a rare metal found only in the south-western reaches of the Jham Peaks which is mined and forged by the Dwarfs at Silvermine. It is extremely strong and so light that even a large Shield may be wielded effortlessly in battle.

USING SHIELDS IN BATTLECARDS COMBAT

Before battle you must agree whether or not Shields will be used.

If you decide to use Shields, then the SHIELD SYMBOLS [] (found under some of the scratch-off Boxes) come into the game. Each Fighter can use only ONE Shield. You must agree also on the particular Shields used. Place your Shield face-up next to your Fighter so it can be clearly seen. During battle, each time an attack on your Fighter reveals a SHIELD SYMBOL, you must test to see whether the blow has been blocked by your Shield. Scratch off one box (chosen by the Attacker) on the Shield card. A BLANK means the blow has been blocked (ie. No Effect - continue as normal). A BROKEN SHIELD SYMBOL [] means the Shield has shattered and the Attacker can scratch ANOTHER box on the Defender's Fighter. When a Shield is shattered it is removed from the fight and is useless in ALL FUTURE BATTLES. If a Fighter who was using a Shield loses it (ie. it shatters), then any further attacks which reveal a Shield Symbol count as WOUNDS during that battle. When a Fighter DIES, his Shield card is also lost to the victor. In Multiple Battles (see Card No. 83), some, all or none of the Fighters can use Shields so long as you both agree.

ARTIST

Tony Adams

SEAL



STEVENSON'S
BATTLE CARDS

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MAN-AT-ARMS

118

STAGCASTLE MAN-AT-ARMS



RACE:
HUMAN

STATUS:
WARRIOR

ALIGNMENT:
JUSTICE

ALLEGIANCE:
PRINCE LIONHEART

Basic Combat Rules

BattleCards are designed with a unique scratch-off combat system. Here's how to fight battles with a friend: First choose your Fighters. Decide whether you will play for any stakes (eg. cards from each others' collections). Toss a coin to see who strikes first.

Whoever starts scratches any one of his opponent's body area spots (HEAD, ARM, LEG or BODY spots only). If there is a BLANK space beneath, the blow has missed. If there is a WOUND Symbol [], the blow has struck! Note: You will find other symbols. Treat these as BLANKS in the Basic Game. Now it is your opponent's turn to strike. Continue to take it in turn to scratch each others' spots. A Fighter with TWO Wounds showing is seriously injured. Scratch ONE of his LIFE boxes! A blank means he is still alive; a SKULL & CROSSBONES means he's dead! If he survives, a LIFE box is scratched for EVERY further wound he suffers. When a Fighter dies, his dead body (card) plus any prize at stake is give to the victor and the battle is over. How much is in his Purse? Dead bodies are VALUABLE! See other cards to discover: How to 'buy' the rare 'Wondrous Treasures' cards; How to play the Advanced Combat System; How to bring Shields and Magic Spells into battle; Multiple card battles and other secrets of BattleCards!

ARTIST

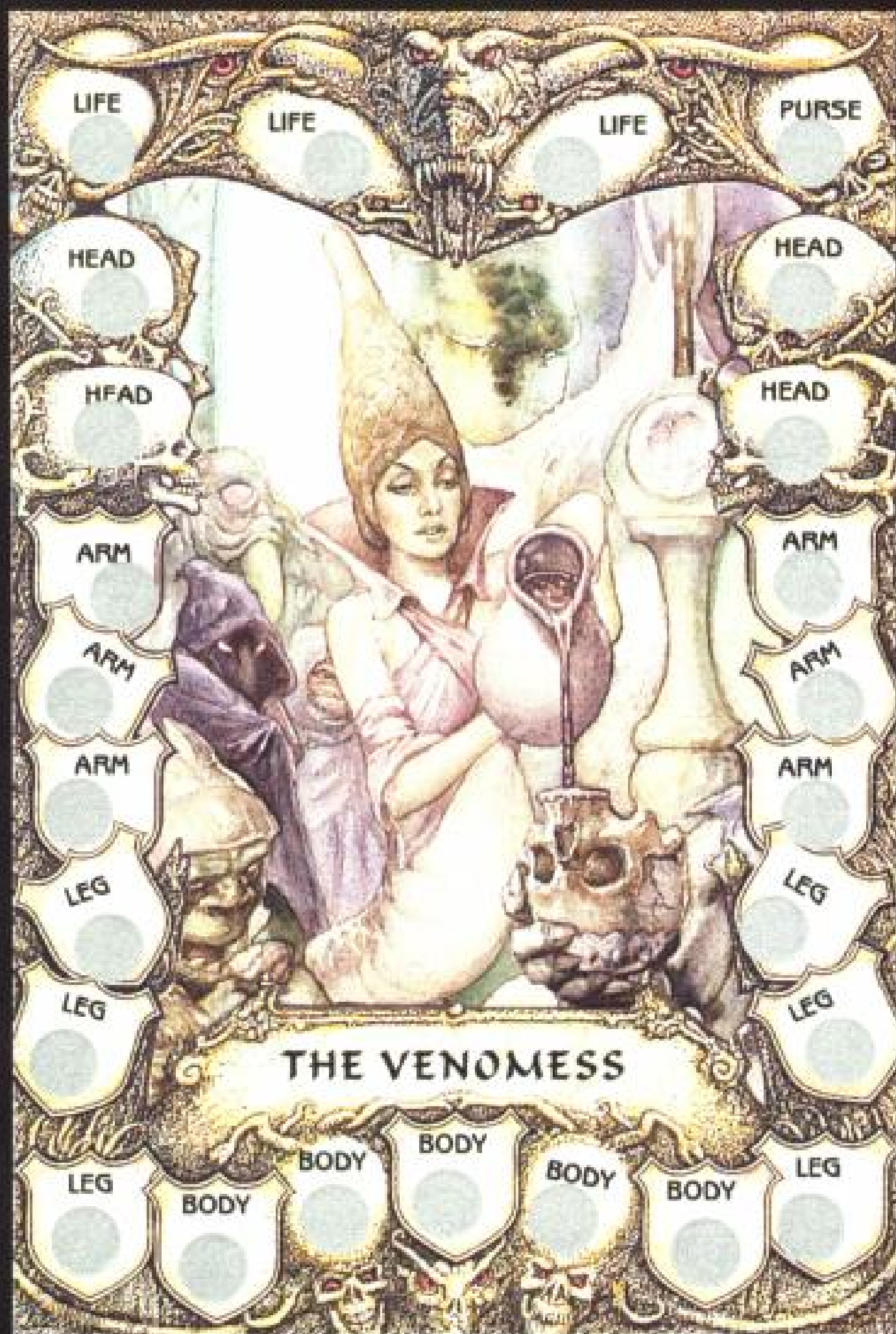


STEVE JACKSON
BATTLE CARDS

MERLIN PUBLISHING INTERNATIONAL plc

SECRETS
OF

YANGORIA
Wound locations
vary on Rules
Cards



122

THE VENOMESS



RACE:
SERPENTINE

STATUS:
POWERFUL

ALIGNMENT:
NEUTRAL

ALLEGIANCE:
VERRANCUS

An enigmatic Serpentine Alchemist, The Venomess is a mistress of magical potions. Her knowledge of the dark side of herbalism is reputed to be second to none in Vangoria. But caring little for the affairs of the Goblins, Humans and the Lord of Darkness' undead legions, she has no allegiance to any of the warring factions within the Darklands. Instead she is loyal only to the Sorcerer Verrancus. Locked away together in the Sorcerer's Hanging Tower, the duo concentrate on their endless studies of the mystic arts. Her specialty potions have been designed to produce many different effects on their victims. Apart from simple death poisons, love potions and potions of truth, some have been designed to alter appearances and even voices. Others give hallucinations and feelings of euphoria. Battle potions give warriors tremendous courage and ferocity in combat. Potions of control allow her to direct the wills of those under its influence. And for each potion she creates, she has developed an antidote. With such awesome powers, she continually receives invitations from rulers of all races throughout Vangoria. But she accepts only if this should serve her purpose; usually to test an untried potion. She has no wish to alter the natural course of Vangoria's inter-racial struggles.

ARTIST

John M. King

Vangorian Alphabet

𐄂 = 3

SEAL



ESTABLISHED 1982
BATTLE CARDS

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ADVANCED COMBAT

136

ATTACK
BODY
DEFEND
BODY & LEGS



Choose your combat strategy in battles by using 'Advanced Combat' (AC) cards (Nos. 131-138) in addition to your normal Fighter cards. You don't need all 8 different AC cards to use the Advanced rules. In Advanced Combat you must win the right to scratch a spot on your opponent's Fighter by beating him in a short card game first. Here's how it works: Choose your Fighter cards/stakes for the battle as normal. Agree how many AC cards you will use (6-8 cards each is reasonable). Choose your AC cards from your collection. You may choose more than one of the same card. You may even agree to have different numbers. Each AC card specifies a TARGET for your attack (Head, Body, Arms or Legs) and TWO areas you are defending. To begin each round of combat, you both secretly select one of your AC cards. Both cards are shown together and the attack is resolved. **For Example:** He attacks your HEAD and you are defending your HEAD and ARMS. His blow has no effect. You attack his BODY and he is not defending it (eg. he is defending 'HEAD & LEGS'). You have scored a HIT and won the right to scratch one of the appropriate areas on his Fighter card ('BODY' in the example above). Symbols revealed under the scratch-off ink are dealt with as per Basic rules. Place the AC card you have just used to one side. This means you have one less AC card to choose from in the next round. When you have used up ALL your AC cards (ie after 6 rounds if you are playing with 6 AC cards) pick up all the used ones and start again with a full hand. Continue until one Fighter dies (as per Basic rules). **Note:** Blows are simultaneous. It is possible that both fighters die in the same round. In this case you both give each other your dead Fighters (for Purses) but no one wins any stakes.

ARTIST

Tony Calas

SEAL



STEVE DUNN
BATTLE CARDS

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LIFE

LIFE

LIFE

PURSE
100

HEAD

HEAD

HEAD

HEAD

ARM

ARM

ARM

ARM

ARM

ARM

LEG

LEG

LEG

LEG

BARON OLDSCHWARTZ

BODY

BODY

BODY

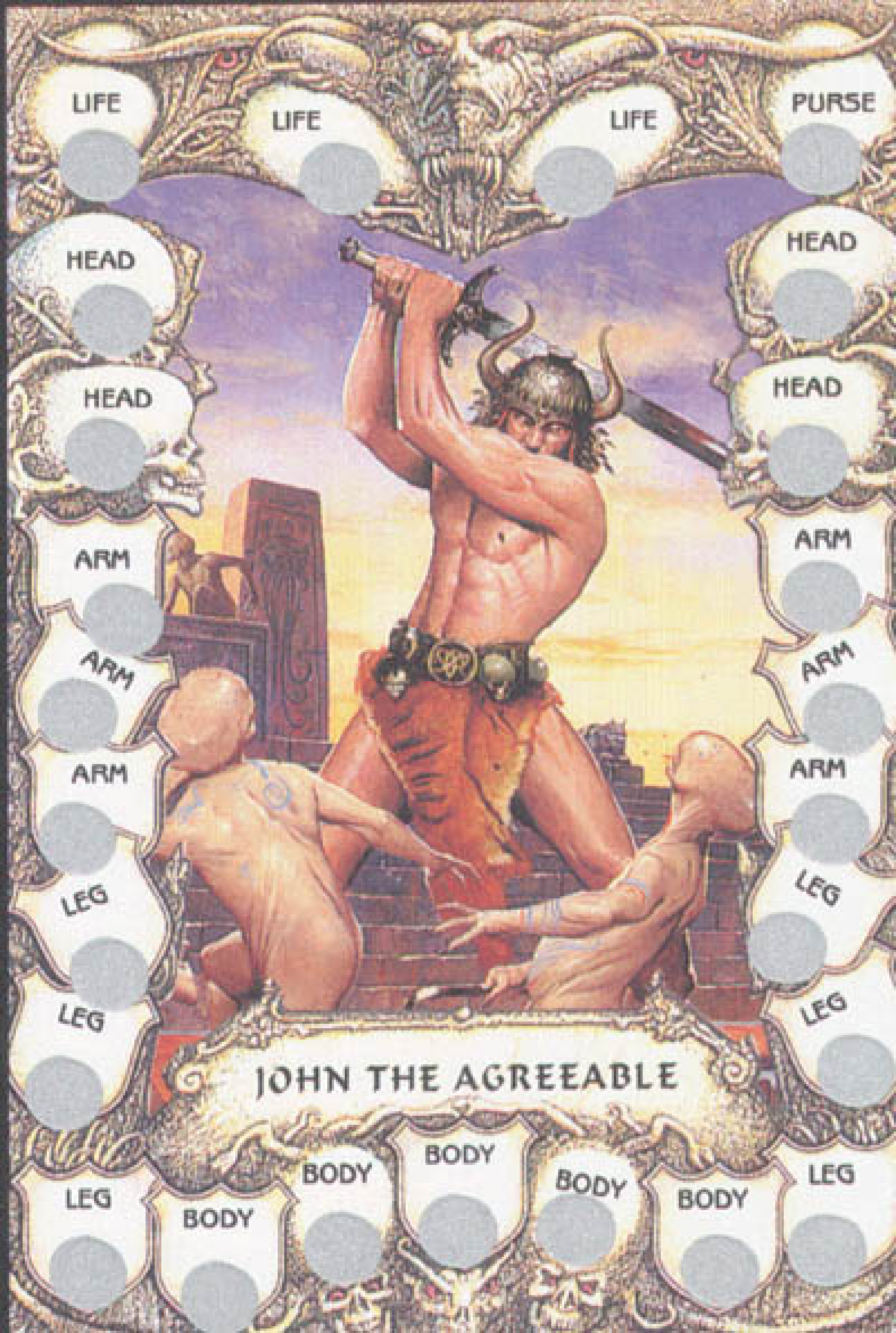
BODY

LEG

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BODY

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LIFE

LIFE

LIFE

PURSE

HEAD

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ARM

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JOHN THE AGREEABLE

BODY

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LIFE

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PURSE

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LORD OF DARKNESS

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LIFE

LIFE

LIFE

PURSE

40

HEAD

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LEG

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LEG

LEG

DEMON OF EELSEA

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FORCE FIELD!



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LEG

LEG

'KING' DVMM

LEG

BODY

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BODY

BODY

LEG



WALDMEISTER

STEVE JACKSON'S

BATTLE

CARDS



MERLIN

TRADING CARDS